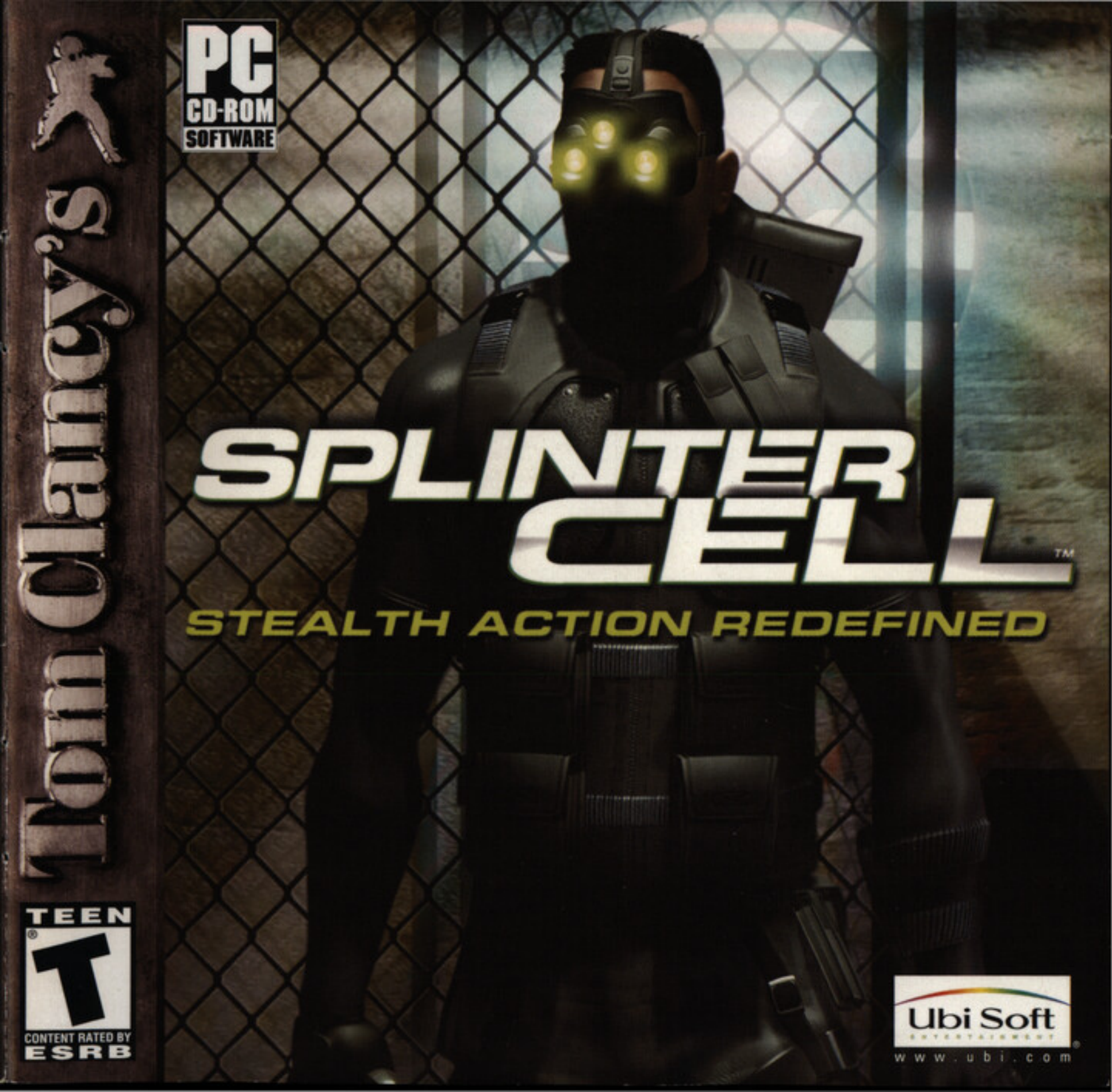
PC
CD-ROM
SOFTWARE
Tom Clancy's
SPLINTER CELL™
STEALTH ACTION REDEFINED
TEEN
T
CONTENT RATED BY ESRB
Ubi Soft
ENTERTAINMENT
www.ubi.com

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After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES: Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address: Ubi Soft Support/3200 Gateway Centre Blvd./Suite 100/Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.

To order Ubi Soft products in the United States, please call toll free 877-604-6523.

TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title (including version number)
- Exact error message reported (if applicable) and a brief description of the problem you're encountering
- Processor speed and manufacturer
- Amount of RAM
- Operating system
- Video card that you are using and amount of RAM it has
- Maker and speed of your CD-ROM or DVD-ROM drive
- Type of sound card you are using

Contact Us Over the Internet: This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems **http://support.ubi.com/**

Contact Us by Email: For fastest response via email, please visit our website at: **http://support.ubi.com/**

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone: You can also contact us by phone by calling 919-460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail: If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Center Blvd.
Suite 100
Morrisville, NC 27560

Return Policy: Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

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INTRODUCTION AND OVERVIEW

It Is the Year 2003

In response to the growing use of sophisticated digital encryption to conceal potential threats to the national security of the United States, the NSA (National Security Agency) has ushered forth a new dawn of intelligence-gathering techniques. This top-secret initiative, dubbed Third Echelon, marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories. When intelligence deemed critical to national security cannot be obtained by traditional means, Third Echelon is granted clearance to conduct physical operations.

Its existence denied by the U.S. government, Third Echelon deploys units known as Splinter Cells™: elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

March 10, 2004: The CIA contacted NSA officials regarding the loss of contact with Agent Alison Madison, a CIA operative monitoring widespread communication shortages plaguing the former Soviet Republic of Georgia. A second operative, Agent Blaustein, was inserted into the Georgian capital T'bilisi to locate Agent Madison, only to drop from contact seven days later. Fearing for the lives of American agents compromised at the hands of a suspected terrorist effort, Third Echelon has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

You are Sam Fisher. You must leave no trace on the physical or political map. Remember: Although killing may compromise secrecy, the choice between leaving a witness or a corpse is no choice at all. You do not exist. You are a Splinter Cell.

About Stealth Action

Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces. The visibility meter on Sam's OPSAT is an important indicator of stealth. If it is completely to the left, Sam is invisible to enemy surveillance. If it is completely to the right...Sam is in critical danger of being detected and/or intercepted. Remaining under the cover of shadows is an important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility.

A Splinter Cell operative must not only defy enemy eyes, but also enemy ears. Consider that while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

Alarms: Note that if an enemy detects Sam, or even suspects the presence of an intruder, they have been specifically trained to alert nearby comrades or trigger an alarm, rather than engage Sam by themselves. Because of the extremely covert nature of Splinter Cell operations, indiscretion with alarms can lead Third Echelon to abort a mission.

Sam Fisher Profile

Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but also excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

Though fully aware and confident of his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible and does not want to die. He has a strange and slightly dark sense of humor.

He is quiet, instinctive, and observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct. Now, even outside of work he is most comfortable on the fringes of society, keenly observant but still removed.

Fisher has acquired an admirable collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.

Third Echelon Team

Third Echelon's specialists have been recruited from every branch of intelligence and armed forces, some even culled from civilian life. They are the elite of America's strategists, hackers, and operatives. Each field operative works with a remote support team of roughly a dozen members.

Sam Fisher's Support Team is headed by Three Primary Members:

COLONEL IRVING LAMBERT

Born: 1961 in Batcave, NC

Height: 6' 2"

Weight: 270 lbs.

THIRD ECHELON
Operations Coordinator

Lambert is the link between the field agent(s) and Third Echelon's team of researchers, hackers, strategists, and commanders. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and a cochlear implant.

VERNON WILKES, Jr.

Born: 1967 in Baltimore, MD

Height: 5' 10"

Weight: 145 lbs.

THIRD ECHELON Field Runner

Field Runners are mainly responsible for coordinating the transportation and equipment for field agents. Transportation is usually procured (stolen) from an area of operation and abandoned afterwards. Wilkes will debrief Fisher on any new equipment or weaponry as it becomes available.

ANNA GRÍMSDÓTTIR

Born: 1974, Boston, MA

Height: 5' 8"

Weight: 128 lbs.

THIRD ECHELON
Communications Lead

Grímsdóttir heads a small team of programmers responsible for providing technological, cryptographic, and data support for the Field Operative. Grímsdóttir will assist Fisher in his interface with the high-tech components of his missions.

Terrorists

KOMBAYN NIKOLADZE

Profile: Using his political, technological, and financial influence, Nikoladze has become the newly elected President of Georgia. His ambition is matched only by his industriousness.

GEORGIAN COLONELS

Profile: The leadership for Nikoladze's worldwide military/mercenary forces. Several colonels can be found in each cell of the Georgian mercenary army. They also have security clearance to certain areas that normal soldiers don't have.

VYACHESLAV GRINKO

Profile: Ex-Spetsnaz (Russian Special Forces), Grinko is now Nikoladze's "lieutenant" of the Russian Mafia.

PHILIP MASSE

Profile: Hired for his vast computer knowledge, Philip Masse is the man directly responsible for the Georgian information crisis.

HAMLET

Profile: Grinko's personal driver.

CHINESE OFFICERS

Profile: The leadership behind the People's Liberation Army of China. These officers sometimes hold key information that Sam can use to accomplish his missions. Elimination might not be the best option when first encountering them.

GETTING STARTED

Installation

To install Splinter Cell, follow these simple steps. If you experience trouble during installation, refer to the Technical Support section of this manual."

1. Start your computer.
2. Insert the Splinter Cell Installation CD into your CD-ROM drive. The Autorun Menu should appear.

Note: If the Autorun Menu does not automatically appear, double-click on the My Computer icon located on your desktop and then double-click on the icon that corresponds to your computer's CD-ROM drive. The Autorun Menu should now appear.

3. Click on the Install Splinter Cell button. The installation wizard now walks you through each step of the setup and installation process for the game.

Once you have created a directory for Splinter Cell, the game is installed on your hard drive. The game automatically asks you if you want to install DirectX v8.1. You cannot play Splinter Cell without v8.1 or higher on your computer. If you already have a version of DirectX that is v8.1 or higher, simply check the No button, and it does not install DirectX. If you are not sure, click Yes, and the DirectX installer performs its own verification.

4. After installing the game, select Ubi Soft Entertainment/Splinter Cell/Play Splinter Cell from your computer's Start menu or double-click the Play Splinter Cell shortcut on your desktop. Doing either starts the game.

Note: The Splinter Cell Play CD must be in your CD-ROM drive to start the game.

Uninstalling/Reinstalling the Game

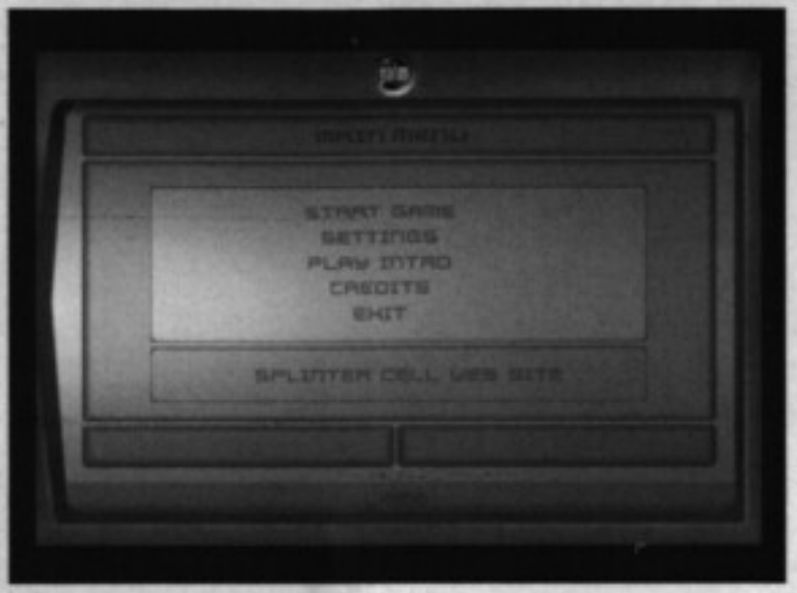
To uninstall Splinter Cell, follow these simple steps:

1. Start your computer.
2. Insert either Splinter Cell CD into your CD-ROM drive. The Autorun Menu should appear.
3. When it appears, click on the Uninstall Splinter Cell button. The uninstall wizard automatically asks if you really want to uninstall the game. If you are sure you want to remove Splinter Cell from your hard drive, click the Yes button. If you don't want to uninstall the game, click No, which cancels the process.

If you uninstall Splinter Cell, all previously saved games remain on your hard drive, unless you answer Yes to the "Delete all configuration and saved games files" question.

Note: You can also uninstall Splinter Cell by using the Add/Remove Programs control panel in Windows.

MAIN MENU



Start Game

Select this option to create a new game, resume a previous game, or delete a profile.

Note: You can choose to create a player profile or use the provided default player profile (Sam).

Settings

Select this option to adjust the controls, the video and the sound settings.

Play Intro

Select this option to replay the Splinter Cell game intro.

Credits

Select this option to view the list of people who participated in this game's creation.

Splinter Cell Website

Use this option to visit the official Splinter Cell website.

START GAME MENU

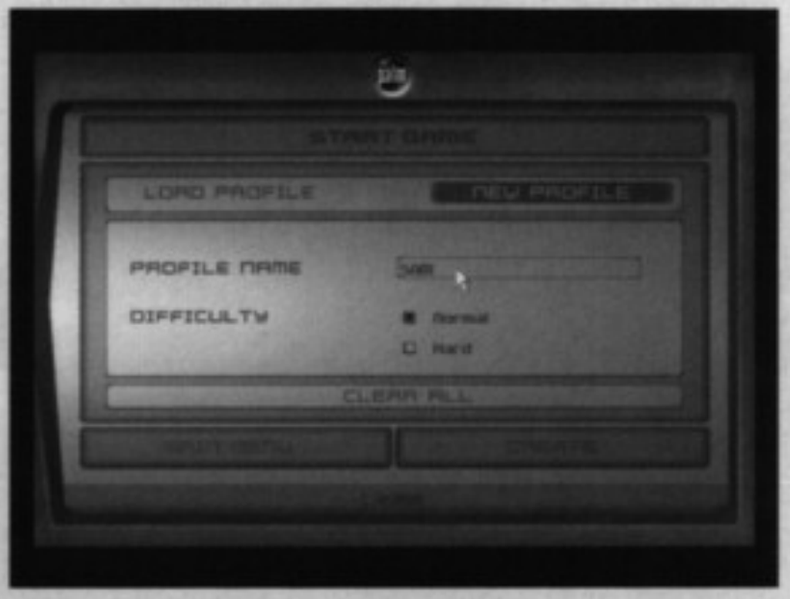
This is the option to select to start playing. From this menu, you can choose to:

- Start a new game by first creating a player profile.
- Resume an existing game.

New Profile

To create your player profile:

1. Type in your player name.
2. Select a difficulty level.
3. Click on create to save your profile and launch the game.



Load Profile

To play an existing saved game:

1. Select a player.
2. Click on load game (the load saved games menu will pop-up).
3. Select a saved game or a level from the lists.
4. Click on start game.

To delete a player profile:

1. Choose a player from the list.
2. Click on delete.

SETTINGS MENU

The settings menu allows you to customize Splinter Cell to perform best on your system and to your taste. You can change the Controls, the Graphics, and the Sounds settings.

Controls

This is the option to choose to customize your mouse settings and controls.

Graphics

This is the option to choose to customize your graphics settings: Video resolution, shadow detail, shadow resolution, and the animated geometry.

Sounds

This is the option to choose to customize your sound settings: Ambient volume, voice volume, music volume, SFX volume, and sound quality, as well as your advanced audio settings: Audio virtualization, 3D audio accelerated, and EAX.

PLAYING SPLINTER CELL

Game Screen

1. **Life Bar:** This represents the status of Sam's health/life.
2. **Stealth Meter:** The meter moves from left to right to represent the amount of light in Sam's area and the amount of sound he makes while moving.
3. **Interaction System:** This system appears when you can interact with an object or person in the environment. Press the interaction key to interact. If there is more than one interaction available, press and hold the interaction key, scroll down the list using your movement keys, and release to activate your selection.
4. **Objective:** Displays the next goal to reach in your mission.
5. **Selected Weapon, Gadget, or Item:** Displays the current selection.
6. **Communication Box:** Appears at the top of the screen when you receive a communication.
7. **New Goal to Read in Your OPSAT:** Press **ESC** to read it.
8. **New Notes to Read in Your OPSAT:** Press **ESC** to read it.
9. **New Recon to Read in Your OPSAT:** Press **ESC** to read it.
10. **Rate of Fire**
11. **Total Ammo**
12. **Ammo in One Clip**
13. **Clips**

Sam's Basic Movements

Movement keys (W,S,A,D by default)

Accelerate (mouse wheel up by default)

Decelerate (mouse wheel down by default)

Jump (Shift by default)

Crouch (C by default)

Movement is slower, but quieter, and Sam is less visible while crouched.

Sam's Advanced Movements

Rolling

Press Crouch while moving to do a roll.

Back to Wall (Q by default)

Sam is less visible with his back to a wall.

Wall Jump

When standing near a wall, press Jump and then quickly press it again to kick off a nearby wall and gain extra height.

Split Jump

While at the top of a Wall Jump, if Sam is in a corridor that is about as wide as he is tall, pressing Jump a third time will allow him to enter the Split Jump position.

Quiet Landing

To execute a quiet landing, quickly press Crouch after you've hit the Jump button. If you are already in a crouched position, you will automatically land softly.

Mantling

Press Jump and push Forward into low objects like crates or tables and Sam will crawl, or "mantle" onto them.

Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it. Press Jump to jump off.

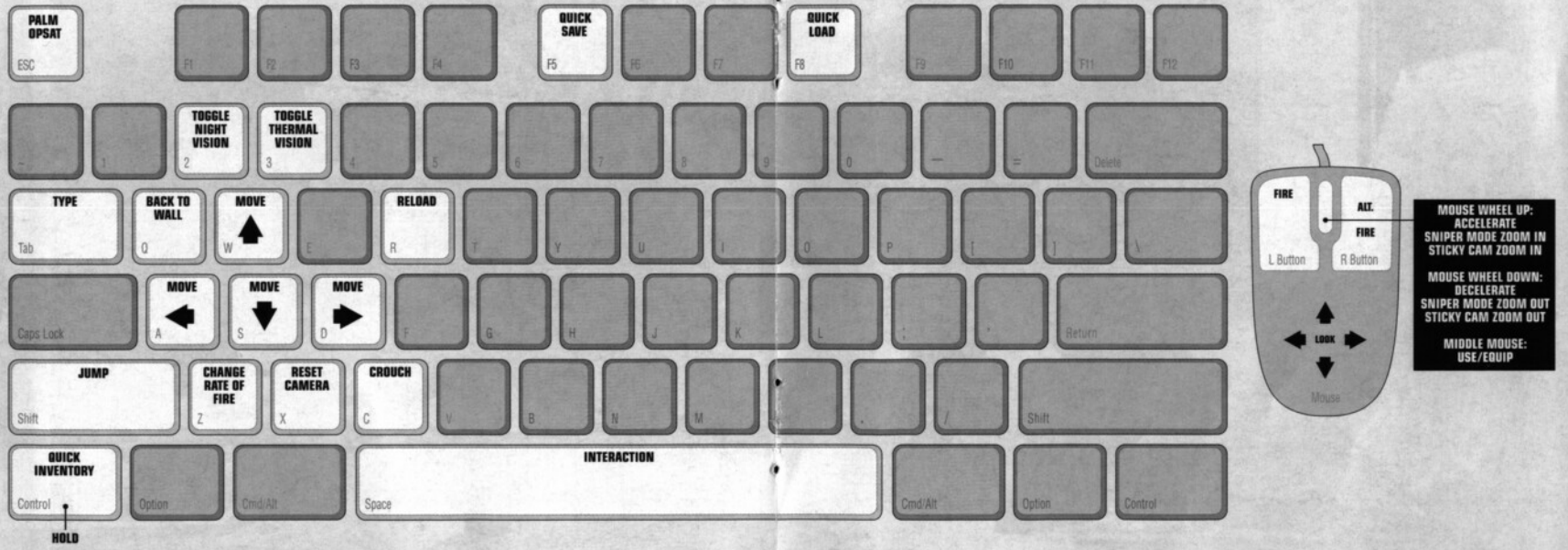
Shimmying

To shimmy, you must be hanging from a ledge. To hang from a ledge, Sam must either jump or slowly walk off the ledge. Once in shimmying position, Sam can move left and right as well as pull himself up if there is room. Move down or jump again to let go of a ledge.

Hand-Over-Hand

To grab hold of a horizontal pipe, press Jump. Bring Sam's legs up to clear obstacles by pressing the Crouch key.

Control Map


PALM OPSAT
ESC
F1
F2
F3
F4
QUICK SAVE
F5
F6
F7
QUICK LOAD
F8
F9
F10
F11
F12
~
1
TOGGLE NIGHT VISION
2
TOGGLE THERMAL VISION
3
4
5
6
7
8
9
0
—
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Delete
TYPE
Tab
BACK TO WALL
Q
MOVE
W
E
RELOAD
R
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Y
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P
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Caps Lock
MOVE
A
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S
MOVE
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G
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L
;
'
Return
JUMP
Shift
CHANGE RATE OF FIRE
Z
RESET CAMERA
X
CROUCH
C
V
B
N
M
,
.
/
Shift
QUICK INVENTORY
Control
HOLD
Option
Cmd/Alt
INTERACTION
Space
Cmd/Alt
Option
Control
FIRE
L Button
ALT. FIRE
R Button
LOOK
Mouse
MOUSE WHEEL UP:
ACCELERATE
SNIPER MODE ZOOM IN
STICKY CAM ZOOM IN
MOUSE WHEEL DOWN:
DECELERATE
SNIPER MODE ZOOM OUT
STICKY CAM ZOOM OUT
MIDDLE MOUSE:
USE/EQUIP

Zip Line

Jump to grab hold of a sloped wire or zip line. Sam will slide down automatically. Press Crouch to raise Sam's legs. Jump again to let go.

Door Peek

To peek through a door before entering, select the Peek Door interaction. Move Forward to go through the door or move Backward close it.

Rappelling

To Rappel from a small chimney, stand near it and select the Rappel on wall interaction. Sam can move up and down the rope. Press Jump to kick off the wall.

Actions

Interaction (Space Bar by default)

Interact with the environment, with NPCs and objects.

Use/Equip (middle mouse button by default)

Equip Sam with weapons, items or gadgets.

Reload (R by default)

Reload your weapon.

Change Rate of Fire (Z by default)

Change your SC-20K rate of fire.

Sniper Zoom In (mouse wheel up by default)

Enter Sniper mode. Use the accelerate key.

Sniper Zoom Out (mouse wheel down by default)

Exit Sniper mode. Use the decelerate key.

Sticky Cam Zoom In (mouse wheel up by default)

Sticky Cam Zoom Out (mouse wheel down by default)

Hold Breath

Hold breath to steady aim by the pressing Alt Fire (right mouse button).

Toggle Night Vision (2 by default)

Night Vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum.

Toggle Thermal Vision (3 by default)

Similar to Night Vision, Thermal vision is an essential tool in low light situations. This technology differs from night vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.

Note: Thermal vision is not available in the first few missions.

Attack

Close Attack

With your weapon holstered, press the left mouse button when very close to an enemy to hit him with your elbow.

Drop Attack

If you can get above an enemy and drop directly down on him, you will knock him out.

Rappel Shooting

Sam can equip and fire his weapon while rappelling. Press Use/Equip (middle mouse button) and Fire (left mouse button).

Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press Use/Equip to equip the selected weapon.

Split Jump Shooting

Sam can equip and fire his weapon while in the Split Jump position. Press Use/Equip to equip the selected weapon.

Back to Wall Shooting

When Sam approaches a corner with his back to the wall, he will automatically peek around the corner. Press Use/Equip while peeking to equip with the selected weapon and allow him to shoot around the corner.

Non-Playable Character-Linked Moves

Sam has several special moves that can be performed on NPCs (Non Playable Characters). Being able to get close to an enemy without being detected is necessary to execute these moves.

Grabbing

Sneak up close behind an enemy and select the Grab Character interaction. Press Fire to knock him out.

Human Shield

After grabbing an enemy, you can equip your side arm and fire while using the grabbed enemy as a human shield.

Interrogation

Some NPCs can be interrogated for useful information. While holding an NPC, select the Interrogate interaction to make him talk.

Forced Cooperation

Some objects in the world can't be used by Sam, but there may be NPCs who can use the objects for him. To force an NPC to cooperate, grab him, drag him to the object you want him to use, and select the Force Cooperate interaction.

Move Body

Sam will need to hide dead or unconscious bodies in order to prevent them from being discovered. Select the Pick Up Body interaction to carry a body. Press the interaction key to put him down quietly or simply equip a weapon to drop the body in a hurry.

Conversations

Some friendly NPCs will talk to you. Simply walk up to them and select the Talk To interaction.

Palm OPSAT: Operational Satellite Uplink

The Palm™ OPSAT is a compact, wrist-mounted version of a standard civilian PDA designed for military use. It enables Sam to receive mission objectives and updates from Third Echelon headquarters. The OPSAT also displays real-time images from Sticky Cameras. Press ESC (default key) to access your OPSAT. Use this menu to customize your settings while in-game or to save or load a saved game at any time during the game.

Inventory

The inventory section provides information about your SC-20K as well as the gadgets and the items you are carrying. A video demo and controls explanation of the weapons and gadgets is also accessible and updated at the beginning of every mission.

Mission Information

- **GOALS:** This section gives the specific details of your mission objectives.
- **NOTES:** This section provides additional hints and clues that may have been gathered during the mission.
- **DATA:** Recon data provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to the data sticks, as they contain key information.
- **Settings:** This section allows you to customize or configure the Controls, Graphics, and Sound settings while playing.
- **Saving/Loading:** This section allows you to save your game at any time or load a saved game.

Quick Inventory: SC-20K, Gadgets, & Items

Hold CTRL (default key) to access the quick inventory. Use the mouse to make your selection.

SC-20K M.A.W.S. (Modular Assault Weapon System)

The bull pup configuration of this assault rifle makes it light and compact without sacrificing firepower (5.56x45mm ss109). Its modular configuration allows it to be customized to fit any mission profile. Equipped with a flash/sound suppressor and combined with a multipurpose launcher, the SC-20K becomes the obvious choice of weaponry for Sam when infiltrating enemy territory.

Note: Because of the more overt nature of the SC-20K, it will only be acquired after a few missions – when the situation requires it.

Sniper Mode: Sniper mode is only available with the SC-20K:

- **Equip SC-20K:** Press Use/Equip.
- **Enter Sniper Mode:** Zoom in.
- **Hold breath and steady aim (limited time):** Press Alt Fire.
- **Fire:** Press Fire.
- **Exit Sniper Mode:** Zoom out.

Manual Reload: Sam will automatically reload when out of ammunition. Otherwise, pressing the Reload key with the SC-20K or selected pistol will reload the weapon.

SC-20K's Multipurpose Launcher: First, make sure you select the desired device from your quick inventory. To use the multipurpose launcher, press Alt Fire. The Launcher cannot be fired in Sniper Mode.

Ring Airfoil Projectile: A high-impact, zero penetration projectile designed to incapacitate rather than kill.

Note: The Ring Airfoil is much more effective if it hits the head.

Sticky Camera: A miniature camera with full pan and zoom functionality, plus Night and Thermal Vision modes. The Sticky Camera feeds its image directly to Sam's OPSAT. Ideal for advance scouting and intelligence gathering. To pick up your sticky camera, stand near it and select the Sticky Camera interaction. Press Fire to exit.

Sticky Shocker: A high-voltage discharge device coated in adhesive resin. The Sticky Shocker will adhere to an enemy and give him an incapacitating shock.

Hint: Fired into pools of water, the Sticky Shocker can neutralize multiple opponents.

Smoke Grenade: Standard CS (O-chlorobenzalmalononitrile) gas canister grenade can incapacitate groups of enemies. Exposure to CS gas causes violent respiratory seizure. Prolonged exposure causes unconsciousness.

Diversion Camera: An adaptation of the Sticky Camera. The Diversion Camera has had its pan and zoom motors as well as its vision-enhancement apparatus replaced with a noise-maker and a CO2 gas canister. The device can be used to attract enemies with a sound (press Interaction) and to dispense a cloud of incapacitating gas (press Alt Fire) once they are nearby.

Gadgets

To use a gadget: Select the gadget of your choice in the quick inventory.

SC Pistol: The SC Pistol tactical model with single-action trigger and a 20-round magazine comes equipped with a silencer/flash suppressor. Its 5.7x28mm ss190 rounds offer good penetration against modern body armor, while keeping the weapon's weight, dimensions, and recoil at reasonable levels. Select this gadget from your Quick Inventory. Press Use/Equip. Once equipped, press Fire to start using it.

Lock Pick: Standard set of picks, wrenches, and probes for bypassing standard cylinder locks. First, select the lock pick from the gadgets in your Quick Inventory. Then press Fire to start using it. To release a pin, you must press the correct movement key (W, S, A, or D). Once you hear and see the pin begin to move, press the same key repeatedly until it is released. Repeat until all pins are released.

Laser Microphone: T.A.K. (Tactical Audio Kit): A laser-operated microphone integrated into the SC Pistol that enables the user to read the vibration off certain surfaces (mainly glass windows). It is used to listen to conversations. Select this gadget from your Quick Inventory. Once selected, press Fire to start using it.

Camera Jammer: The Camera Jammer emits microwave pulses that disrupt the characteristic signals used in the microcircuitry of surveillance cameras. The Camera Jammer operates off of a capacitor that must be allowed to recharge from its battery after a short time. Select this gadget from your Quick Inventory. Once selected, press Fire to start using it.

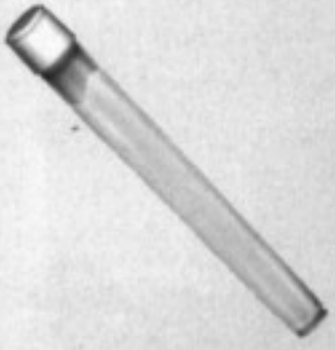
Optic Cable: This flexible cable/camera can easily be slipped under doors to view the other side. Complete with Night Vision enhancement. Once in use, move the mouse left or right to move Optical Cable in the desired direction. Select this gadget from your Quick Inventory. Once selected, press Fire to start using it.

Disposable Pick: Unconventional lock picks, these micro-explosive-shaped charges deliver a quick impact to any standard lock cylinder that will shatter the pins and unlock the door. Select this gadget from your Quick Inventory. Once selected, press Fire to start using it.

Items

Some objects in the world or items from your inventory can be thrown. Grenades, flares, and other items must first be selected from the Quick Inventory. Miscellaneous items from the environment can be picked up by selecting the Object interaction. Once the item or object is in your possession, equip Sam by pressing Use/Equip. A series of reticles on the screen will show your aiming trajectory. Use the mouse to move the reticles on the screen to aim. Press Fire to throw the object or Use/Equip to abort the throw.

Wall Mine: The Wall Mine is a motion-sensitive explosive device that can be attached to almost any surface.



Chemical Flare: Chemical Flares are lightweight plastic sticks filled with a binary chemical agent. When the inner containers are cracked, the chemical agents mix, causing the stick to glow. Useful for attracting and distracting enemies.

Emergency Flare: Similar to the Chemical Flare, these standard road flares also emit a great deal of heat, making them useful for distracting heat sensors such as those found on automated turrets.

Frag Grenade: The 14-oz. M67 fragmentation grenade consists of a 2.5" steel sphere surrounding 6.5 ounces of high explosive. Upon detonation, the steel sphere shatters, emitting a burst of high-velocity shrapnel.

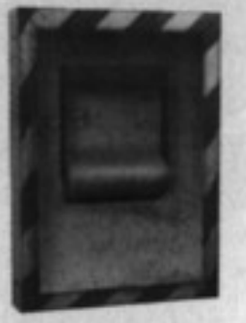
Medical Kit:
Standard field first-aid kit.

Bullet Box:
Find it to retrieve some ammo.

In-Game Elements

Enemy static defenses present a wide range of potential obstacles to overcome – from simple keypads that control doors, to automated turrets that detect heat and movement and fire on intruders.

Alarm Panel: Standard alarm switches that can be triggered by enemies to alert nearby comrades. Because of the extremely covert nature of Sam's operations, indiscretion with alarms can lead Third Echelon to abort a mission.



Automated Turret: Heat- and motion-sensing turrets with an Independent Friendly Fire (IFF) recognition system. Turrets can be hacked from their attached control computer. Select the Interact with Turret interaction.

Either deactivate a turret entirely, or disable its IFF system. With IFF disabled, it will still attack Sam, but it will also attack enemies. Use your movement keys to navigate in the attached control computer to make your selection.

Surveillance Camera: Standard off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms. This type of camera is fragile and can be destroyed.

Armored Camera: Except for the bulletproof casing, these cameras are identical to the standard surveillance camera.

Key Pad Lock: Standard push-button security pads linked to electromagnetic locking systems in a door. Only the correct code will allow a key pad-locked door to be opened. Multiple failed attempts to enter a code will sound an alarm. Use your left mouse button to select the numbers.

IMPORTANT: Once you find a key pad code, it will automatically appear in your Inventory in the Notes section.

Retinal Scanner: A locking device that reads the unique imprint of a person's retina before unlocking a door. No one without access can open a retinal scanner-locked door, but those with the correct retinas can sometimes be "convinced" to open them for you. An incorrect retinal scan automatically triggers an alarm.

HINTS AND TIPS

- You can change your SC-20K rate of fire.
- When in Sniper Mode, hold your breath for a more precise shot.
- Head shots are a direct kill.
- Cameras detect you more quickly the faster you are moving.
- A rollover maneuver allows Sam to go through flames without damage.
- Shooting around corners with your back to the wall makes you harder to hit.
- Drop attacks are effective and silent.
- Frequently check your different vision modes; you might see something you couldn't see before.
- Barrels containing explosive or flammable liquids can be very useful.
- Sam can use objects from the environment. To pick up an object, press the Interaction key when standing near it. To use the object press Use/Equip. Use your mouse to move the reticles and press Fire to throw the object.
- Rolling is an effective way to reduce your profile when moving from cover to cover.
- Saving equipment is pointless as you are re-equipped between missions. Use what you have.
- Engaging multiple enemies is extremely dangerous. Tilt the odds in your favor with traps, explosives, and other gadgets.
- Enemies can notice lights or cameras that have been broken and can see objects thrown through the air.
- Dogs can smell you. Shadows won't help against them. Use obstacles or water to delay or lose them.
- Thermal vision can allow you to see through some thin or lightweight materials.
- Knocking out an enemy is always quieter than killing him...and nearby enemies will hear the dying gasps of comrades.
- If an enemy finds an unconscious comrade, he will revive him. So hide those bodies!
- Enemies might hesitate if you are holding one of their friends as a human shield and are not pointing your weapon at them.
- Not all NPCs can be forced to cooperate. Only Colonels can open retinal scanners and only Technicians can operate computers.
- You can break lights to create your own shadow paths to hide and move in.
- Frequently check Updates to Goals, Notes, and Data on your OPSAT. Read those Data Sticks for clues and other useful info.

CREDITS

Splinter Cell Port Team

Senior Producer
Mathieu Ferland

Associate Producer
Maxime Bélanger

Lead Programmer
Jean-François Prévost

Programmers
Dany Lepage
Feng Quan Wang
Cyrille Lauzon
Alexandre Dionne

with the collaboration of Programmers
Yanick Mimee
Hugo Allaire
David Chabot
Alain Turcotte

Data Manager
Francis Tremblay

Chief Game Designer
Daniel Bérubé

with the collaboration of Game Designer
Mathieu Bérubé

3D Artists
Marc Bouchard
Yves Allaire
Sébastien Hébert
Thierry Laberge
The Chinh Ngo
Marek Bogdan
François Pelland

Interface Designer
Véronique Guilbault

Sound Game Designer
Fabien Noel

Compatibility Lab Testers
Jason Alleyne

with the collaboration of Integrator
Alexandre St-Louis

Quality Assurance
See in-game credits for complete list.

Splinter Cell Original Team

Senior Producers
Mathieu Ferland
Reid Schneider

Associate Producer
Roxane Gosselin

Original Creation
François Coulon

Art Director
Hugo Dallaire

Lead Programmer
Antoine Dodens

Lead 3D Artist/ Lead Level Design
François C. Pelland

Animation Art & Technical Director/Lead Animator
Steve Dupont

Lead Character Artist/ Character Concept Artist
Martin Caya

Scriptwriter
JT Petty

Lead Game Designer
Nathan Wolff

Sound Game Designer
Fabien Noel

Technical Directors 3D Art
Marc Bouchard

with the collaboration of Associate Producer & Creative Director
François Coulon

Production Assistant
Annemarie Gabriele

Programmers
Frédéric Blais
David Chabot
Mathieu Laforce
Alain Turcotte
Yannick Létourneau
Yanick Mimee
David Levesque

with the collaboration of Programmers
Hugo Allaire
David Kalina
Chris Gripeos

Intern Programmers
François Chelling
Matthew Clarke

Animators (In Game)
Jonathan Abenhaim
James Humphreys
Bourbaki Joseph
Frédéric Poirier
Benoit Saumure

3D Artists
Marek Bogdan
John Bigorgne
The Chinh Ngo
Aline Desruisseaux
Mathieu Fecteau
Sébastien Hébert
Thierry Laberge

with the collaboration of 3D Artists
Sébastien Beaulieu
Christian Bédard
Carol Bertrand
Carl Lavoie

Texture Artist
Yves Allaire

SFX Artist
Dany Bergeron

Interface Designer
Véronique Guilbault

Character Artist
David Blazetich
David Giraud

with the collaboration of Character Artist
Kenjo Aoki
Éric Belisle
Karine Fortin
Emile Ghorayeb

Game Designer/Scriptwriter
Clint Hocking

Level Designer
Neil Alphonso
Mathieu Bérubé
Ed Byrne
Clint Hocking
Hugo Potvin
Sébastien Galarneau

with the collaboration of Level Designer
Chris Smith

Localization
Jean-Robert Michel

Sound Integrator
Jonathan Gosselin

with the collaboration of Sound Integrator
Sylvain Côté

Cinematics

Lead Modeler
François De Billy

Modelers
Daniel Bordeleau
Steve Fraser
Thierry Laberge
Martin Sabran
Simon Tremblay
Michael Yeomans

Animators
Stephen Greenberg
Patrick Pelletier
James Humphreys

with the collaboration of Animators
François Royer
Jean-Thierry Roy

Prerendered Cinematics Editor
Miguel Angel Martin

2D Artist
Patrick Sirois

Storyboarder
Wayne Murray

Planning Coordinator
François Ringuette

Marketing Research Coordinator
Stéphane Cardin

Quality Assurance

Lead Tester
David Deschênes

Assistant
Pierre-Yves Savard

Testers
Martin Asnong
Raymond Brunette
Miguel Canepa
Stéphane Charbonneau
Patrick Charland
Alain Chénier
Jean-François Dessureault
Marc-André Dessureault
Philippe Dion
Patrick Dufort
Pascal Émard
Mathieu Fortin
Yannick Francoeur
Yan Gagnon
Félix Hardy
Ahmad Jamous
Mathieu Lachance
Eric Laperriere
Frédéric Ouellet
Luc Plante
Marc-André Proulx
François Quidoz
Jo-Ashley Robert
Daniel Sarrazin
Patrick Sauvageau
Bruno St-Laurent
Martin Tavernier
Allen Tremblay

Special thanks
Bruno Bellavance
Caroline Cantin
Derek Chan
Nicolas Davidts
Patrick Filion
Marc Fortier
Julie Lachance
Didier Lord
Caroline Martin
John Stafford
Jean-Francis Tétrault

Special thanks to the Xbox Advanced Technology Group.
The complete credits list is available in the credits section in the game.

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Tom Clancy's SPLINTER CELL™

CONTROL MAP

MOUSE WHEEL UP:
ACCELERATE
SNIPER MODE ZOOM IN
STICKY CAM ZOOM IN

MOUSE WHEEL DOWN:
DECELERATE
SNIPER MODE ZOOM OUT
STICKY CAM ZOOM OUT

MIDDLE MOUSE:
USE/EQUIP

BINK VIDEO

Ubi Soft Entertainment, Inc.
625 Third Street, Third Floor, San Francisco, CA 94107

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